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For: GAMING MACHINE

**CERTIFICATION OF THE TRANSLATION**

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Sir:

I, Hiroyoshi Teraoka, certify that I am familiar with both the Japanese and English languages, that I have reviewed both the specification of the above identified application as filed in Japanese and the attached English language translation thereof, and that the English translation is accurate.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application.

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## **GAMING MACHINE**

### BACKGROUND OF THE INVENTION

#### 5 Field of the Invention

[0001]

The present invention relates to a gaming machine such as a pinball slot machine (a so-called "Pachi-Slot machine" in Japan) or a pinball machine (a so-called "Pachinko machine" in  
10 Japan) including a liquid crystal display aside from a variable display device provided with a plurality of reels.

#### Description of the Related Art

[0002]

For example, a pinball slot machine (a so-called  
15 "Pachi-Slot machine" in Japan) has a mechanical variable display device provided with a plurality of reels for variably displaying symbols in a front display window or an electric variable display device for displaying symbols on reels on a screen. As the player performs start operation, control means controls the variable  
20 display device for rotating the reels, thereby producing variable display of symbols. Then, the rotating reels are stopped in order automatically in a given time or as the player performs stop operation. At this time, if the symbols on the reels appearing in the display window become a specific  
25 combination (winning symbol combination), game play medium such

as medals or coins are paid out to the player as the prize of the win.

[0003]

In the current mainstream model, to complete a winning game  
5 for paying out medals and coins to the player as a specific symbol  
combination is arranged along the pay line made activated, which  
will be hereinafter referred to as activated line, it is required  
that a prize be won according to internal lottery processing  
(simply, internal lottery), which will be hereinafter referred  
10 to as internal winning, and that the player perform stop operation  
at the timing at which the symbol combination indicating  
completion of the winging game of the prize gaining the internal  
winning, which will be hereinafter referred to as internal  
winning combination, can be stopped on the activated line. That  
15 is, even if the internal winning is accepted, if the player cannot  
perform the stop operation at the good timing, the player cannot  
complete the winning game of the internal winning combination.  
That is, the gaming machines requiring that the player have a  
technique for performing the stop operation at the good timing  
20 (the relative importance of intervention of the technique called  
"observation push" is high) are mainstream at present.

[0004]

A gaming machine is provided for displaying on a liquid  
crystal display provided aside from the mechanical variable  
25 display device, a symbol or a message required for arranging a

specific symbol combination along the activated line when the variable display device stops based on the skill of the player concerning the press push so that even the player having a low skill of game play operation can play a game taking an interest in the game play.

[0005]

The gaming machine in the related art includes the liquid crystal display being disposed in front of reels viewed from the front for displaying an image from the outside of the area of a reel display window to the inside of the area and superposing the image on the reel symbols for display to enhance the effect of the game aside from the mechanical variable display device for stopping and displaying symbols on reels with respect to a symbol combination responsive to the winning state of game play.

[0006]

The liquid crystal display used at the time includes a light guiding plate with a light deflection pattern on the back to guide light into a liquid crystal panel. To allow light to pass through, no light deflection pattern is involved in the reel-opposed part of the light guiding plate, which will be hereinafter referred to as reel window. The player visually recognizes the symbols on each reel through the reel window. A cold-cathode tube for applying light to the light guiding plate is placed above and below the light guiding plate.

[0007]

Liquid crystal panel backlights of the liquid crystal display are made up of light emission means implemented as the cold-cathode tubes and the light guiding plate with the light deflection pattern to guide light into the liquid crystal panel.

5 The reel-opposed part of the light guiding plate (reel window) is made a transmission area with no light deflection pattern so as to enable the player to clearly see the symbols on the reel positioned at the back of the light guiding plate. Thus, the reel window involves no backlight because no light deflection  
10 pattern exists in the reel window, and a problem of dark display of the liquid crystal panel can occur. In order to solve the above problem, a fluorescent lamp is placed above and below the reel window as auxiliary light replacing cold-cathode tubes.

[0008]

15 The configuration described above is disclosed in JP-A-2002-143377 (see paragraph [0053] and FIG. 4).

#### SUMMARY OF THE INVENTION

[0010]

20 The gaming machine in the related art as described above requires the fluorescent lamps for illuminating the reel windows aside from the cold-cathode tubes for the backlights placed above and below the liquid crystal panel and thus the machine becomes complicated and the cost is also increased.

25 [0011]

It is therefore an object of the invention to provide a gaming machine having a simple structure for preventing the light amount of a reel window from becoming insufficient.

[0012]

5        According to the invention, there is provided a gaming machine including: a liquid crystal display 27 having a liquid crystal panel 173 and a light guiding plate 174 disposed at a rear of the liquid crystal panel 173 for guiding light emitted from illumination light means 176a, 176b for the liquid crystal  
10    panel 173 into the liquid crystal panel 173; and a variable display device disposed at the rear of the liquid crystal display 27 and having a plurality of reels 3L, 3C, and 3R provided in a row each on which a plurality of symbols are arranged (for example, see FIG. 1), wherein a part of the light guiding plate  
15    174 to which each of the reels 3L, 3C, 3R is opposed is formed with a cutout or a recess on the side opposed to the reel 3L, 3C, 3R and light scattering process is applied on an end face 174a, 174b, 174c of the cutout or the recess, for example, as shown in FIGS. 3 and 4.

20    [0013]

      In the configuration, the part of the light guiding plate to which the reel is opposed is formed with the cutout or the recess on the reel side and light scattering process is applied on an end face of the cutout or the recess. Thus, light emitted  
25    from the illumination light means for the liquid crystal panel

is scattered on the light scattering process applied on the end face of the cutout for illuminating the reel brightly.

[0014]

According to another aspect of the invention, there is provided a gaming machine including: a liquid crystal display 27 having a liquid crystal panel 173 and a light guiding plate 174 disposed at a rear of the liquid crystal panel 173 for guiding light emitted from illumination light means 176a, 176b for the liquid crystal panel 173 into the liquid crystal panel 173; and a variable display device disposed at the rear of the liquid crystal display 27 and having a plurality of reels 3L, 3C, and 3R provided in a row each on which a plurality of symbols are arranged (for example, see FIG. 1), wherein a part of the light guiding plate 174 to which each of the reels 3L, 3C, 3R is opposed is formed with a cutout or a recess from the side opposed to the reel 3L, 3C, 3R and an end face of the cutout or the recess is formed in a shape to scatter light, for example, as shown in FIGS. 3 and 4.

[0015]

In the gaming machine of the invention, a part of the reel 3L, 3C, 3R may be inserted into the cutout or the recess (for example, see FIG. 5).

[0016]

In the configuration, a part of the reel 3L, 3C, 3R is inserted into the cutout or the recesses that the reels can be

brought close to the player. Thus, a powerful gaming machine can be provided. Further, if the player visually observes the liquid crystal display from the slanting direction, the discrepancy between the symbols on the reels and the liquid  
5 crystal display can be lessened.

#### BRIEF DESCRIPTION OF THE DRAWINGS

In the accompanying drawings:

FIG. 1 is a perspective front view of a slot machine of  
10 an embodiment of the invention;

FIG. 2 is a drawing to show examples of symbols arranged on reels;

FIG. 3 is an exploded perspective view of a liquid crystal display;

15 FIG. 4 is a drawing to show the detailed structure of a light guiding plate;

FIG. 5 is a sectional view to show placement of the light guiding plate and a reel; and

20 FIG. 6 is a schematic drawing to show the effect of the slot machine of the embodiment of the invention.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0017]

Referring now to the accompanying drawings, there is shown  
25 a preferred embodiment of the invention. FIGS. 1 through 6 show



one embodiment of the invention. In the figures, members denoted by the same reference numerals represent the same or corresponding members, and a detailed description of the same parts will be omitted.

5 [0018]

FIG. 1 is a perspective front view to show the appearance of a gaming machine 1 of an embodiment of the invention. The gaming machine 1 is a pinball slot machine (a so-called "Pachi-Slot machine" in Japan). The gaming machine 1 is provided  
10 for the player to play a game using game play medium such as a card storing information of the game play value given to the player as well as coins, medals, game play balls and tokens. In the description that follows, it is assumed that the player uses medals.

15 [0019]

A panel display unit 2a is formed roughly as a vertical plane and is formed at the front of a cabinet 2 forming the whole of the gaming machine 1, and a left reel display window 4L, a center reel display window 4C, and a right reel display window  
20 4R each shaped like a vertically oriented rectangle are provided at the center of the panel display unit 2a. The left reel display window 4L, the center reel display window 4C, and the right reel display window 4R are formed with a top line 8b, a center line 8c, and a bottom line 8d in the horizontal direction and a cross  
25 down line 8a and cross up line 8e in the slanting directions as

pay lines. As the pay lines, one, three, or five lines are made activated as the player operates a 1-BET switch 11, a 2-BET switch 12, or a MAX-BET switch 13 (described later) or inserts medals into a medal insertion slot 22. Which pay lines are made  
5 activated is indicated as a BET lamp 9a, 9b, or 9c (described below) is lighted. The pay lines 8a to 8e are involved in whether or not a winning combination is won.

[0020]

That is, if one symbol (for example, "cherry symbol 97"  
10 (described later)) corresponding to a predetermined prize (for example, small prize of cherry (described later)) is stopped and displayed at a predetermined position (for example, a position in the left display window 4L if the BET count (described later) is "3") corresponding to any pay line made activated or if the  
15 symbols making up the symbol combination corresponding to a predetermined prize are stopped and displayed in a row at a predetermined position corresponding to any pay line made activated, the winning game of the predetermined prize is complete.

20 [0021]

In the cabinet 2b, three reels 3L, 3C, and 3R each with a symbol row including different types of symbols placed on the outer peripheral surface are provided in a row for rotation, making up a variable display device. The player can observe the  
25 symbols on the reels through the left reel display window 4L,

the center reel display window 4C, and the right reel display window 4R. Each reel rotates at rotation speed of 80 revolutions per minute, for example, at the constant rotation time.

[0022]

5           The 1-BET lamp 9a, the 2-BET lamp 9b, the MAX-BET lamp 9c, and a credit display unit 19 are provided on the left of the left reel display window 4L, the center reel display window 4C, and the right reel display window 4R. The 1-BET lamp 9a, the 2-BET lamp 9b, or the MAX-BET lamp 9c is lighted in response to the  
10   number of medals bet to play one game, which will be hereinafter referred to as the BET count. In the embodiment, one game is over when all reels stop. When the BET count is "1" and one pay line is made activated, the 1-BET lamp 9a is lighted; when the BET count is "2" and three pay lines are made activated, the 2-BET  
15   lamp 9b is lighted; and when the BET count is "3" and all the five pay lines are made activated, the MAX-BET lamp 9c is lighted. The credit display unit 19 includes seven-segment LEDs for displaying the deposited number of medals.

[0023]

20           A notification lamp (WIN lamp 17) and a payout display unit 18 are provided on the right of the left reel display window 4L, the center reel display window 4C, and the right reel display window 4R. The notification lamp 17 basically is lighted until a winning game of BB or RB is complete after it is made possible  
25   to realize completion of the win of BB or RB. The BB and RB

will be hereinafter collectively called "bonus." The payout display unit 18 includes seven-segment LEDs for displaying the number of medals paid out when a winning game is complete.

[0024]

5           The BB and RB are as follows: The current mainstream model has different winning states. Particularly, when the winning game of a prize is complete, the player is placed in a gaming state in which the player is given a better condition than the usual state for a predetermined time period in addition to paying  
10 out a predetermined number of medals. Such prizes include a prize for allowing the player to play a predetermined number of games giving a relatively large prize to the player, and a prize for allowing the player to play a predetermined number of games giving a relatively small prize to the player. The former is  
15 referred to as big bonus (BB), and the latter is referred to as regular bonus (RB).

[0025]

A bonus game information display unit 20 is provided in the upper left corner of the panel display unit 2a. The bonus  
20 game information display unit 20 includes seven-segment LEDs for displaying the number of games in BB ordinary gaming state (described later). A frontward projection portion 10 of a horizontal plane is formed below the left reel display window 4L, the center reel display window 4C, and the right reel display  
25 window 4R. A liquid crystal display 27 is placed between the

frontward projection portion 10 and the left reel display window 4L, the center reel display window 4C, and the right reel display window 4R for displaying information concerning game play, on the roughly full face of the liquid crystal display 27.

5 [0026]

The medal insertion slot 22 is provided on the right of the liquid crystal display 27, and the 1-BET switch 11, the 2-BET switch 12, and the MAX-BET switch 13 are provided on the left of the liquid crystal display 27. The 1-BET switch 11 enables  
10 the player to bet one of the credited medals by one push operation on a game. The 2-BET switch 12 enables the player to bet two of the credited medals by one push operation on a game. The MAX-BET switch 13 enables the player to bet as many medals as the maximum number of medals that can be bet on a game by one  
15 push operation. As the player operates any of the BET switches, the corresponding pay lines are made activated as described above.

[0027]

A C/P switch 14 for the player to switch between credit  
20 and payout of the medals obtained by playing games by pushbutton operation is provided on the left of the front of the frontward projection portion 10. As the C/P switch 14 is switched, the credited medals are paid out from a medal payout opening 15 in a lower part of the front and are stored in a medal reception  
25 tray 16. On the right of the C/P switch 14, a start lever 6 for

rotating the reels for starting variable display of symbols in the left reel display window 4L, the center reel display window 4C, and the right reel display window 4R as the player operates the start lever 6 is attached so that it can be turned in a  
5 predetermined angle range.

[0028]

Speakers 21L and 21R are provided on the upper left and right of the cabinet 2, and a payout table panel 23 for displaying winning symbol combination, the number of payout medals, and the  
10 like is provided between the two speakers 21L and 21R. Three reel stop buttons (stop operation means) 7L, 7C, and 7R for stopping rotation of the three reels of the left reel 3L, the center reel 3C, and the right reel 3R are provided at the center of the front of the frontward projection portion 10 and below  
15 the liquid crystal display 27.

[0029]

A scroll switch 200 as switching means of a menu screen displayed on the liquid crystal display 27 is provided on the right of the reel stop button 7R; the player can switch a menu  
20 by operating an upper scroll switch 200a and a lower scroll switch 200b.

[0030]

FIG. 2 shows symbol rows each made up of 21 symbols represented on each of the left reel 3L, the center reel 3C, and  
25 the right reel 3R used in the embodiment. The symbols are given

code numbers 00 to 20 and are stored in ROM 32 (see FIG. 3) described later as a data table. The symbol rows each made up of symbols of "red 7 symbol 91," "blue 7 symbol 92," "BAR symbol 93," "bell symbol 94," "plum symbol 95," "Replay symbol 96," and  
5 "cherry symbol 97" are represented on the left reel 3L, the center reel 3C, and the right reel 3R. The left reel 3L, the center reel 3C, and the right reel 3R are rotated so that the symbol rows move in the lower arrow direction shown on the left in the figure.

10 [0031]

FIG. 3 is an exploded perspective view to show a schematic configuration of the liquid crystal display 27. The liquid crystal display 27 includes protective glass 171 of the first layer provided on the front of the liquid crystal display 27,  
15 a display plate 172 of the second layer placed on the back of the protective glass 171, a liquid crystal panel 173 of the third layer placed on the back of the display plate 172, a light guiding plate 174 of the fourth layer placed on the back of the liquid crystal panel 173, and a reflection film 175 of the fifth layer  
20 placed on the back of the light guiding plate 174 as a five-layer panel structure. The liquid crystal display 27 further includes a flexible board (not shown) implemented as a table carrier package (TCP) on which a liquid crystal panel drive IC is mounted, connected to a terminal section of the liquid crystal panel 173,  
25 and the like. The liquid crystal display 27 is disposed on the

front of the left reel 3L, the center reel 3C, and the right reel 3R with a predetermined spacing from the left reel 3L, the center reel 3C, and the right reel 3R as a separate body from the left reel 3L, the center reel 3C, and the right reel 3R.

5 [0032]

The protective glass 171 and the display plate 172 are formed each of a translucent member. The protective glass 171 is provided for the purpose of protecting the liquid crystal panel 173 and an image is drawn in the area of the display plate 172 corresponding to the panel display unit 39 (see FIG. 1). FIG. 3 does not show various display units placed at the rear in the area of the display plate 172 corresponding to the panel display unit 2a or an electric circuit for operating the 1-BET lamp 9a, the 2-BET lamp 9b, and the MAX-BET lamp 9c.

15 [0033]

The liquid crystal panel 173 is formed by sealing liquid crystal into the gap between a transparent substrate such as a glass plate formed with a thin-film transistor layer and a transparent substrate opposed to that substrate. The display mode of the liquid crystal panel 173 is set to "normally white". The "normally white" is a mode in which white display is produced with the liquid crystal not driven, namely, light passes through to the display face side and is visually recognized from the outside. As the liquid crystal panel 173 set to normally white is adopted, if a situation in which the liquid crystal cannot



be driven occurs, the player can visually recognize the symbols placed on the left reel 3L, the center reel 3C, and the right reel 3R varying or stopped on the display through the left reel display window 4L, the center reel display window 4C, and the right reel display window 4R and can continue to play a game.  
[0034]

The light guiding plate 174 is disposed on the back of the liquid crystal panel 173 for guiding light applied from cold-cathode tubes 176a and 176b (cold-cathode lamps) placed on end faces into the liquid crystal panel 173 to illuminate the liquid crystal panel 173; the light guiding plate 174 is implemented as a translucent member having a light guide function, such as an acrylic-based resin, etc., having a thickness of about 2 cm, for example.

[0035]

The light guiding plate 174 is formed on the back with a light deflection pattern A for guiding light from the cold-cathode tubes 176a and 176b into the liquid crystal panel 173, and the parts of the light guiding plate 174 opposed to the left reel 3L, the center reel 3C, and the right reel 3R are cut out as transmission areas. The end faces corresponding to the inside dimensions of the cutouts (reel windows 40L, 40C, and 40R) are subjected to light scattering process to form fine rough faces by blasting or with sandpaper (light scattering process faces 174a, 174b, and 174c), so that light is emitted as if visible

light rays were scattered on the light scattering process faces 174a, 174b, and 174c to emit light. As each of the light scattering process faces 174a, 174b, and 174c crosshatched in the figure, two inner end faces (left and bottom end faces) are shown; in fact, however, each right end face and each top end face of the reel windows 40L, 40C, and 40R are also formed as similar light scattering process faces. However, one or more end faces appropriately selected from among the right end face, the left end face, the bottom end face, and the top end face may be formed as light scattering process faces.

[0036]

Here, the blasting refers to treatment of causing particles of an abrasive to collide with an end face at high speed for performing asperity treatment. Alternatively, fins may be removed. FIG. 4 is a drawing when the light guiding plate is viewed from the inside of the gaming machine (the side of the left reel 3L, the center reel 3C, the right reel 3R).

[0037]

Thus, the light scattering process faces 174a, 174b, and 174c provided by blasting act as backlights of the reel windows 40L, 40C, and 40R where it is hard to form a light deflection pattern by molding, improving color development of the liquid crystal panel 173 and making it possible to eliminate light emission unevenness of RGB-LED of reel backlight. Further, the light scattering process faces 174a, 174b, and 174c also

illuminate the left reel 3L, the center reel 3C, and the right reel 3R, and the symbols on the left reel 3L, the center reel 3C, and the right reel 3R are represented sharply. Since auxiliary light is not required, the structure becomes simple  
5 accordingly and the cost can be reduced. Further, production of noise by a drive circuit (such including inverter) of auxiliary light is eliminated.

[0038]

According to the described embodiment, blasting is applied  
10 on the end faces of the cutouts of the light guiding plate 174 to emit light from the end faces. However, to manufacture the light guiding plate 174 by injection molding, for example, a light deflecting pattern can be formed without blasting. For example, fine working of cone cut is applied on a mold and a light  
15 deflection pattern as a light scattering shape is transferred to the surface of the light guiding plate 174 by injection molding. A fine V-letter shaped groove is transferred to the light emission face side of the molded article.

[0039]

20 Thus, the light scattering process faces 174a, 174b, and 174c as the end faces to which the scatter patterns for scattering light are transferred act as the backlights of the reel windows 40L, 40C, and 40R, as described above.

[0040]

25 FIG. 5 is a sectional view to describe the positional

relationships among the liquid crystal panel 173, the light guiding plate 174, and the left reel 3L, the center reel 3C, and the right reel 3R. The liquid crystal panel 173, the light guiding plate 174, and the reels (left reel 3L, center reel 3C, and right reel 3R) are placed in order from the side of the player, namely, the left in the figure. If a part of each reel on the side of the liquid crystal panel is placed without being inserted into the reel window 40L, 40C, 40R, the player is given the impression that the left reel 3L, the center reel 3C, and the right reel 3R are at depth as much as the thickness of the light guiding plate 174 relative to the liquid crystal panel 173. When the liquid crystal display 27 produces effect display of superposing the pay line display, the symbols on the reels, and liquid crystal display, if the player visually observes the liquid crystal display 27 from the slanting direction, parallax discrepancy may occur between the symbols on the reels and liquid crystal display.

[0041]

However, according to the embodiment, as shown in FIG. 5, a part of the left reel 3L, the center reel 3C, the right reel 3R on the side of the liquid crystal panel is inserted into the reel window 40L, 40C, 40R for placement. Thus, the impression that the reels are at depth can be eradicated and in addition, if the player visually observes the liquid crystal display 27 from the slanting direction, the discrepancy between the symbols

on the reels and the liquid crystal display 27 can be lessened.

[0042]

When upsizing the liquid crystal panel 173, for example, to increase the screen area from 15 inches to 20 inches, it is necessary to provide a plurality of cold-cathode tubes 176a and 176b of light emission means (for example, increase the number of the cold-cathode tubes from one to three) in the depth direction to maintain the light amount per means area. Accordingly, the light guiding plate 174 needs to be thickened as the number of the cold-cathode tubes is increased. In the case above, if a part of each reel on the side of the liquid crystal panel is placed without being inserted into the reel window 40L, 40C, 40R, the impression that the reels are at depth and the discrepancy between the symbols on the reels and the liquid crystal display 27 described above still more grow. Thus, the advantage of inserting a part of each reel on the side of the liquid crystal panel into the reel window 40L, 40C, 40R for placement in the embodiment is still more increased.

[0043]

In the embodiment, specific portions of the light guiding plate 174 are cut out as the transmission areas. However, the light guiding plate 174 may be formed with recesses cut or formed from the side of the left reel 3L, the center reel 3C, the right reel 3R into which a part of the left reel 3L, the center reel 3C, the right reel 3R is inserted.

[0044]

Referring again to FIG. 3, the cold-cathode tube 176a, 176b (if the screen size is large, a plurality of cold-cathode tubes are provided in the depth direction) is implemented as a white light source containing light of all wavelengths in a percentage in which a specific color is not conspicuous for eyes of a human being. The cold-cathode tube 176a is disposed along the upper end portion of the light guiding plate 174 (placed upright in the vertical direction) in the figure; the cold-cathode tube 176b is disposed along the lower end portion of the light guiding plate 174 in the figure. The cold-cathode tube 176a, 176b is supported at both ends by a lamp holder (not shown). The cold-cathode tube 176a, 176b functions as illumination light means for the area corresponding to the effect display area mainly in the area of the liquid crystal panel 173. That is, the cold-cathode tube 176a, 176b generates light to be introduced into the light guiding plate 174.

[0045]

The reflection film 175 is provided by executing sputter deposition of a silver evaporated film on a white polyester film or aluminum thin film, for example, and is used to reflect the light introduced into the light guiding plate 174 toward the front of the light guiding plate 174, namely, in the direction of the liquid crystal panel 173. The reflection film 175 is formed with a reflection area 177 and the left reel display window 4L, the

center reel display window 4C, and the right reel display window 4R as non-reflection areas.

[0046]

The left reel display window 4L, the center reel display  
5 window 4C, and the right reel display window 4R correspond to  
the left reel 3L, the center reel 3C, and the right reel 3R  
respectively. Each reel display window is formed as a light  
transmission display part for allowing incident light to pass  
through, and is positioned in front of the symbols displayed when  
10 rotation of the left reel 3L, the center reel 3C, the right reel  
3R stops, and has a size capable of displaying a total of three  
symbols at upper, center, and lower stages at the stop display  
time. The reflection area 177 reflects incident light and  
functions as one of the illumination light means for the area  
15 corresponding to the effect display area mainly in the area of  
the liquid crystal panel 173. The configuration enables the  
player to visually recognize variable display device and stop  
display of the left reel 3L, the center reel 3C, and the right  
reel 3R through the light transmission display parts of the  
20 reflection means and thus makes it possible for the player to  
enjoy playing a game according to the display mode of the left  
reel 3L, the center reel 3C, and the right reel 3R and the liquid  
crystal display 27.

[0047]

25 FIG. 6 is a schematic drawing to show the effect mode of

the gaming machine of the embodiment of the invention. It shows the display mode of stop notification for notifying the player of the stop order of the reels. The liquid crystal display 27 of the gaming machine can be made up of the protective glass, the display plate, the liquid crystal panel, the light guiding plate, and the reflection film in order from the front to the back as the panel structure as described above.

[0048]

As shown in FIG. 6, animated light sources 43L, 43C, and 43R are placed in order from left to right in the figure at the bottom of the liquid crystal display 27. From the animated light source 43L, a searchlight image 44 as a light transmission display part is disposed as an image for illuminating the left reel 3L disposed above the animated light source 43L. The searchlight image 44 is an image from the outside of the area of the left reel display window 4L of the left reel 3L, the center reel display window 4C, and the right reel display window 4R to the inside of the area. The searchlight image 44 is superposed on the reel symbols through the display of the portion which includes at least a part of the searchlight image 44 in the display area (FIG. 6). Whereby, the symbols on the left reel 3L are displayed through the searchlight image 44. Accordingly, the player is notified of the reel stop order and is prompted to operate the button.

[0049]

In FIG. 6, a non-transmission display area 45 of image area



of the liquid crystal display 27 except for the searchlight image 44 and the display areas of the reel display windows of the center reel 3C and the right reel 3R are superposed on each other, whereby the player can be prevented from visually recognizing the center  
5 reel 3C and the right reel 3R which are producing variable display device.

[0050]

At this time, the player can see the left reel 3L through the superposition of the searchlight image 44 and the display  
10 window 4L.

[0051]

In the embodiment, the reel can be seen through the superposition of the searchlight image 44 and each display window 4L, 4C, 4R as if the reel were illuminated by the searchlight.  
15 At this time, the reel is illuminated brightly because of light scattering process applied on the end faces of the cutout if fluorescent lamps for illuminating the reel window do not exist aside from the cold-cathode tubes for the backlights placed above and below the liquid crystal panel.

20 [0052]

The gaming machine of the embodiment includes the mechanical variable display device for stopping and displaying symbols on reels with respect to a symbol combination responsive to the winning state of game play and the liquid crystal display  
25 wherein the parts of the light guiding plate opposed to the reels,

the light guiding plate being formed with light deflection patterns for guiding light from the light emission body into the liquid crystal panel, are cut out or are formed with recesses and light scattering process is applied on the end faces of the cutouts or the recesses. Thus, it becomes unnecessary to provide fluorescent lamps above and below the reel windows and the gaming machine for preventing the liquid crystal display and the reels from becoming dark because the light amount of each reel window is insufficient can be provided.

10 [0053]

The gaming machine of the embodiment includes the mechanical variable display device for stopping and displaying symbols on reels with respect to a symbol combination responsive to the winning state of game play and the liquid crystal display wherein the parts of the light guiding plate opposed to the reels, the light guiding plate being formed with light deflection patterns for guiding light from the light emission body into the liquid crystal panel, are cut out or are formed with recesses and a scatter pattern is transferred to the end faces of the cutouts or the recesses. Thus, it is not necessary to provide fluorescent lamps above and below the reel windows or a small fluorescent lamp needs only to be provided.

[0054]

Further, in the gaming machine of the embodiment, a part of each reel on the side of the liquid crystal panel is inserted

into the cutout or the recess. Thus, front space for bringing the reels close to the player can be formed for shortening the distance between the reels and the player, so that the powerful gaming machine can be provided.

5 [0055]

Further, if the player visually observes the liquid crystal display 27 from the slanting direction, the discrepancy between the symbols on the reels and the liquid crystal display 27 can be lessened.

10 [0056]

As for the functions and the advantages described in the embodiment of the invention, the preferred functions and advantages produced from the invention are only enumerated and the functions and the advantages of the invention are not limited to those described in the embodiment of the invention.

[0057]

As described above, according to the invention, it is made possible to provide the gaming machine capable of preventing the light amount of each reel window from becoming insufficient as the light emitted from the light illumination means for the liquid crystal panel is scattered on the end faces of the cutouts where the light scattering process is applied or is formed in a shape to scatter light.

[0058]

25 Although only some exemplary embodiments of the invention

have been described in detail above, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of the invention. Accordingly,  
5 all such modifications are intended to be included within the scope of the invention.

[0059]

This application is related to co-pending U.S. patent applications entitled "GAMING MACHINE" referred to as Attorney  
10 Docket No. SHO-0019, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0020, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0021, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0022, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0023, "GAMING MACHINE" referred to as Attorney  
15 Docket No. SHO-0024, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0025, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0026, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0027, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0028, "GAMING MACHINE" referred to as Attorney  
20 Docket No. SHO-0029, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0030, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0031, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0032, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0033, "GAMING MACHINE" referred to as Attorney  
25 Docket No. SHO-0034, "GAMING MACHINE" referred to as Attorney

Docket No. SHO-0035, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0036, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0037, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0038, "GAMING MACHINE" referred to as Attorney  
5 Docket No. SHO-0039, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0040, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0041, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0042, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0043, "GAMING MACHINE" referred to as Attorney  
10 Docket No. SHO-0044, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0045, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0046, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0047, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0048, "GAMING MACHINE" referred to as Attorney  
15 Docket No. SHO-0049, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0050, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0051, "GAMING MACHINE" referred to as Attorney  
Docket No. SHO-0052, "MOTOR STOP CONTROL DEVICE" referred to as  
Attorney Docket No. SHO-0053, "GAMING MACHINE" referred to as  
20 Attorney Docket No. SHO-0054, "GAMING MACHINE" referred to as  
Attorney Docket No. SHO-0055, "GAMING MACHINE" referred to as  
Attorney Docket No. SHO-0056, and "GAMING MACHINE" referred to  
as Attorney Docket No. SHO-0057, respectively, all the  
applications being filed on October 31, 2003 herewith. The  
25 co-pending applications including specifications, drawings, and

claims are expressly incorporated herein by reference in their entirety.